CLAIMS

What is claimed is:

1. A method comprising:

extracting a first data from a display buffer, the first data generated by a first application and being associated with a user interface from the first application;

recognizing a layout from the first data; and

using the layout to create an overlay to display a second data generated by a second application, wherein there is no direct link between the first application and the second application.

2. The method of claim 1, wherein recognizing the layout comprises performing a pattern recognition operation on the first data to create the layout.

3. The method of claim 1, wherein using the layout to create the overlay comprises:

determining an overlay location on the layout to place the second data based on known information about the layout;

generating the overlay of the layout;

placing the second data in the overlay; and

merging the overlay with the layout.

4. The method of claim 3, wherein the overlay location has a context consistent with the second data.

5. The method of claim 4, wherein the context is provided by the first application, and wherein a user interacts with the second application using the context.

6. The method of claim 1, further comprising:

writing the overlay in the display buffer such that the second data is displayed at the overlay location without changing sections of the first data outside of the overlay location;

displaying information in the display buffer; and

interacting with the second application through the second data at the overlay location.

7. The method of claim 6, further comprising running the first application in the background while interacting with the second application.

8. The method of claim 1, wherein the first application runs independently from the second application.

Sub B2

9. A machine-readable medium providing instructions, which when executed by a set of one or more processors, cause said set of processors to perform the following:

extracting a first data from a display buffer, the first data generated by a first application and being associated with a user interface from the first application;

recognizing a layout from the first data; and

using the layout to create an overlay to display a second data generated by a second application, wherein there is no direct link between the first application and the second application.

10. The machine-readable medium of claim 9, wherein recognizing the layout comprises performing a pattern recognition operation on the first data to create the layout.

11. The machine-readable medium of claim 9, wherein using the layout to create the overlay comprises:

determining an overlay location on the layout to place the second data based on known information about the layout;

generating the overlay of the layout;

placing the second data in the overlay; and

merging the overlay with the layout.

12. The machine-readable medium of claim 11, wherein the overlay location has a context consistent with the second data.

13. The machine-readable medium of claim 12, wherein the context is provided by the first application, and wherein a user interacts with the second application using the context.

14. The machine-readable medium of claim 9, further comprising:

writing the overlay in the display buffer such that the second data is displayed at the overlay location without changing sections of the first data outside of the overlay location;

displaying information in the display buffer; and

interacting with the second application through the second data at the overlay location.

15. The machine-readable medium of claim 14, further comprising running the first application in the background while interacting with the second application.

16. The machine-readable medium of claim 9, wherein the first application runs independently from the second application.

17. A computer system, comprising:

a bus;

a data storage device coupled to the bus; and

a processor coupled to the data storage device, the processor operable to receive instructions which, when executed by the processor, cause the processor to perform a method comprising:

extracting a first data from a display buffer, the first data generated by a first application and being associated with a user interface from the first application;

recognizing a layout from the first data; and

using the layout to create an overlay to display a second data generated by a second application, wherein there is no direct link between the first application and the second application.

18. The system of claim 17, wherein recognizing the layout comprises performing a pattern recognition operation on the first data to create the layout.

19. The system of claim 17, wherein using the layout to create the overlay comprises:

determining an overlay location on the layout to place the second data based on known information about the layout;

generating the overlay of the layout;

placing the second data in the overlay; and

merging the overlay with the layout.

20. The system of claim 19, wherein the overlay location has a context consistent with the second data.

21. The system of claim 20, wherein the context is provided by the first application, and wherein a user interacts with the second application using the context.

22. The system of claim 17, further comprising:

writing the overlay in the display buffer such that the second data is displayed at the overlay location without changing sections of the first data outside of the overlay location;

displaying information in the display buffer; and

interacting with the second application through the second data at the overlay location.

23. The system of claim 22, further comprising running the first application in the background while interacting with the second application.

24. The system of claim 17, wherein the first application runs independently from the second application.

25. A method, comprising:

modifying data in a display buffer that is generated by a first application with data generated by a second application, the first application running independently from the second application; and

receiving input in response to user interactions with the second application through a user interface associated with the data generated by the first application, wherein the data generated by the second application is placed in a location in the user interface, wherein the location is contextually consistent with the data generated by the second application.

26. The method of claim 25, wherein modifying data in the display buffer comprises:

performing a pattern recognition operation on the data generated by the first application to create a layout; and

forming an overlay with the layout and with predetermined information about a display corresponding to the user interface, the overlay used to determine placement of the data generated by the second application in the display.

27. The method of claim 26, wherein the layout comprises of grid cells corresponding to display areas in the user interface, and wherein the data generated by the second application is placed in the grid cells.

28. The method of claim 25, wherein the first application runs in the background while the user interacts with the second application.

Sub B6

29. A machine-readable medium providing instructions, which when executed by a set of one or more processors, cause said set of processors to perform the following:

modifying data in a display buffer that is generated by a first application with data generated by a second application, the first application running independently from the second application; and

receiving input in response to user interactions with the second application through a user interface associated with the data generated by the first application, wherein the data generated by the second application is placed in a location in the user interface, wherein the location is contextually consistent with the data generated by the second application.

30. The machine-readable medium of claim 29, wherein modifying data in the display buffer comprises:

performing a pattern recognition operation on the data generated by the first application to create a layout; and

forming an overlay with the layout and with predetermined information about a display corresponding to the user interface, the overlay used to determine placement of the data generated by the second application in the display.

31. The machine-readable medium of claim 30, wherein the layout comprises of grid cells corresponding to display areas in the user interface, and wherein the data generated by the second application is placed in the grid cells.

32. The machine-readable medium of claim 29, wherein the first application runs in the background while the user interacts with the second application.

33. A computer system, comprising:

a bus;

a data storage device coupled to the bus; and

a processor coupled to the data storage device, the processor operable to receive instructions which, when executed by the processor, cause the processor to perform a method comprising:

modifying data in a display buffer that is generated by a first application with data generated by a second application, the first application running independently from the second application; and

receiving input in response to user interactions with the second application through a user interface associated with the data generated by the first application, wherein the data generated by the second application is placed in a location in the user

B6

interface, wherein the location is contextually consistent with the data generated by the second application.

34. The computer system of claim 33, wherein modifying data in the display buffer comprises:

performing a pattern recognition operation on the data generated by the first application to create a layout; and

forming an overlay with the layout and with predetermined information about a display corresponding to the user interface, the overlay used to determine placement of the data generated by the second application in the display.

35. The computer system of claim 34, wherein the layout comprises of grid cells corresponding to display areas in the user interface, and wherein the data generated by the second application is placed in the grid cells.

36. The computer system of claim 33, wherein the first application runs in the background while the user interacts with the second application.

Sub B7

37. A method comprising:

reading raster data from a raster display buffer containing an image generated by a first application;

performing a pattern recognition on the image to generate a pattern;

applying predetermined information about the image with the pattern to determine a layout of the image;

generating an overlay using the layout of the image; and

placing data generated by a second application on the overlay.

38. The method of claim 37, further comprising writing the overlay into the raster display buffer.

39. The method of claim 37, wherein the image comprises a user interface from the first application, and wherein a user interacts with the second application through the user interface while the first application runs in the background.

40. The method of claim 39, wherein while the user interacts with the second application, the first application has no control of input received from the user.